

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method of playing a game of chance, the game being comprised of a series of individual rounds of play where in each round of play a win occurs if a player-selected combination of indicia matches a randomly generated combination of indicia, the method comprising the steps of:

establishing a quantity of player-selected combinations of indicia which may be obtained;

establishing a payout structure for the number of wins possible in the game;

obtaining at least one player-selected combination of indicia;

obtaining the a player-selected number of rounds of play, wherein the player-selected number being at least two non-consecutive rounds; and

for each individual round of play,

obtaining a randomly generated combination of indicia;

determining whether the player-selected combination of indicia matches the randomly generated combination of indicia; and

if the player-selected combination of indicia matches the randomly generated combination of indicia, issuing a payout amount and continuing to a next round of play

~~determining the total number of wins for the game.~~

2. (canceled)

3. (currently amended) The method according to claim 1, further comprising the step of allowing the player to stop the game and receive a payout for the a total number of wins in the stopped game.

4. (previously amended) The method according to claim 1, further comprising providing a nonlinearly increasing payout structure for a plurality of winning rounds of play.

5. (canceled)
6. (previously amended) The method according to claim 1, further comprising establishing at least one payout amount which corresponds to both the quantity of player-selected combinations and a quantity of randomly generated combinations of indicia matched with the player-selected combination of indicia.
7. (previously amended) The method according to claim 1, wherein the step of obtaining at least one player-selected combination of indicia includes selecting a series of individual indicia from a set of indicia.
8. (previously amended) The method according to claim 7, wherein the step of obtaining a randomly generated combination of indicia includes randomly selecting a series of individual indicia from the set of indicia.
9. (original) The method according to claim 7, wherein the set of indicia is organized in a plurality of columns of indicia.
10. (previously amended) The method according to claim 9, wherein the step of obtaining at least one player-selected combination of indicia includes obtaining a player selection of a specified quantity of indicia from each column of the plurality.
11. (original) The method according to claim 10, wherein each of the at least one player-selected combination includes one indicium selected from each column of the plurality.
12. (previously amended) The method according to claim 10, wherein the step of obtaining a randomly generated combination of indicia comprises generating one indicium corresponding to each column of the plurality.
13. (currently amended) The method according to claim 1, wherein the step of establishing a payout structure includes increasing the payout amount ~~by more than double for each successive win during a game~~ according to a nonlinear increasing pay schedule.
14. (canceled)
15. (canceled)
16. (canceled)

17. (currently amended) A method of conducting a game of chance, the game comprising a series of individual rounds of play where in each round of play a win occurs if a player-selected combination of indicia matches a randomly generated combination of indicia; the method comprising the steps of:

a step for establishing a payout structure for the a number of wins possible in the game;

a step for providing a plurality of player selectable indicia;

a step for allowing a player to select at least one combination of indicia from the plurality of player selectable indicia;

a step for allowing a player to select the a number of rounds of play for the game, wherein the number being at least two consecutive rounds;

a step for randomly generating a combination of indicia from a set of indicia corresponding to the plurality of player selectable indicia for each round of play;

a step for determining whether the at least one player-selected combination of indicia matches the randomly generated combination of indicia for each individual round of play; and

if the at least one player-selected combination of indicia matches the randomly generated combination of indicia, a step for determining the total number of wins for the game issuing a payout amount and continuing to a next round of play.

18. (currently amended) The method according to claim 17, further comprising a step for allowing the player to stop the game and maintain the a total number of wins for the stopped game.

19. (canceled)

20. (currently amended) The method according to claim 17, wherein the step for establishing payout amounts includes establishing a ~~doubling~~ nonlinear increasing payout amount per additional win in a game.

21. (previously amended) The method according to claim 17, wherein the step for establishing a second payout amounts includes establishing an exponentially increasing payout amount per additional win in a game.

22. (previously amended) The method according to claim 17, further comprising a step for arranging the player selectable indicia in a matrix including a plurality of columns.

23. (previously amended) The method according to claim 22, wherein the step for allowing a player to select at least one combination of indicia from the plurality of player selectable indicia includes allowing the player to select a specified quantity of indicia from each column of the plurality of columns.

24. (previously amended) The method according to claim 23, further comprising a step for allowing the player to specify the quantity of indicia to be selected from each column of the plurality of columns.

25. (currently amended) A method of conducting a lottery game, comprising the steps of:

establishing a lottery game comprised of a plurality of individual rounds of play where in each round of play a win occurs if a player-selected combination of indicia matches a randomly generated combination of indicia;

requiring a player to become eligible for a plurality of rounds of play, wherein the plurality of rounds of play includes at least two non-consecutive rounds;

allowing the player to select a combination of indicia; ~~and~~

providing a nonlinear increasing payout schedule for multiple winning rounds of play within the plurality of rounds of play in which the player is eligible; and

if the player-selected combination of indicia matches the randomly generated combination of indicia, issuing a payout amount to the player and continuing to a next round of play.

26. (previously amended) The method according to claim 25, wherein the step of requiring a player to become eligible for a plurality of rounds of play includes requiring the player to provide a total wager amount corresponding to a plurality of individual wager amounts, each individual wager amount corresponding to an individual round of play.

27. (currently amended) The method according to claim 25, wherein the step of providing a nonlinear increasing payout schedule includes each successive payout associated with a winning round of play is more than twice the previous payout.

28. (currently amended) The method according to claim 27, wherein the step of providing a nonlinear increasing payout schedule includes each successive payout associated with a winning round of play that is exponentially greater than the previous payout.

29. (currently amended) A system for facilitating a lottery game, comprising:
at least one indicia generator configured to generate a plurality of random combinations of indicia;

a set of player selectable indicia;

a device that generates a payout structure for ~~the~~ a number of matches possible in the lottery game;

a selecting device configured to allow a player to obtain at least one player-selected combination of indicia from the set of player selectable indicia and to set ~~the quantity~~ a number of non-consecutive generation of ~~the~~ a plurality of random combinations of indicia; and

a processor configured to determine a number of matches between the at least one player-selected combination and the player-set quantity of the plurality of generated random combinations of indicia and determine a payout based upon the payout structure.

30. (previously amended) The system of claim 29, wherein the plurality of generated random combinations of indicia is drawn from a set of indicia corresponding to the set of player selectable indicia.

31. (previously presented) The system of claim 30, wherein the set of player selectable indicia is organized into a matrix including a plurality of columns of indicia.

32. (previously presented) The system of claim 31, wherein the selecting device is configured to allow a player to select a specified quantity of indicia from each column of the plurality.

33. (original) The system of claim 32, wherein the selecting device is configured to allow a player to determine the specified quantity of indicia to select in each column of the plurality.

34. (previously presented) The system of claim 29, further comprising a wager collector configured to collect a wager amount corresponding to a specified quantity of sequentially generated combinations with which the at least one player-selected combination is eligible to be compared.